

Parallel Environment Developer Edition

Using PTP as a development environment for a PTP-based product, the IBM Parallel Environment Developer Edition

Brian D. Watt IBM Austin TX 2012 NCSA Eclipse PTP User-Developer Workshop September 18-20, 2012

© 2012 IBM Corporation



IBM Parallel Environment Developer Edition Contents

- Eclipse 4.2 with PTP 6.0
- IBM Plugins
 - PLDT (Programming Language Development Tools) Plugins
 - HPC Toolkit Plugin HPCT Perspective w/ Profile Launcher
- IBM HPC Toolkit instrumenter, supporting libraries and GUI applications written in C/ C++ Language
 - Hardware performance monitoring using hardware counters
 - MPI performance and tracing
 - OpenMP performance
 - I/O performance and tracing
 - CPU profiling (using -pg/GMON)



_	
-	
-	
-	
_	
_	

PTP Development Environment



	-	
_		
_		
-		
_		
_		
		V I

IBM Parallel Environment Developer Edition Development Environment without Eclipse



-	-	
-		
		- 7 -

IBM Parallel Environment Developer Edition Development Environment with Eclipse





Workspace Statistics

Number of projects

- Eclipse/PTP too many projects to count, but then you know this already
- IBM Plugins approx. 11 projects IMHO small when compared to PTP
- IBM HPC Toolkit one large project with approx. 5700 files

Time to synchronize C/C++ project

- Approx. 20-25 seconds after every file change
- Time to build C/C++ project manually using ssh session w/ commands (not Eclipse build because complex environment variable settings)
 - Build is done in adjacent build tree separate from source, one per platform
 - Depends upon platform, hardware, etc. approx from 10-20 minutes ugh
- C/C++ project synchronization filters
 - Only synch files that are in the library (CMVC) source files
 - 9 filters to eliminate special sandbox files that are not in the library and adjacent build tree - OPTLEVEL_FILES, link, rc_files, src/rules_mk, src/ Makeconf, export, obj, ship, inst.images



Strengths

- A single development environment for all code not just parallel programs
- Multi-language supported: Java, C/C++, and FORTRAN development within one workspace – this product has all three
- Multi-project types in a single workspace: Local, Remote (not used), and Synchronized projects
 - Especially Synchronized projects
- Multi-libraries supported: CVS, SVN, GIT and CMVC
- Multi-level development: The ability for the host Eclipse SDK to launch a target Eclipse and then to use it to work with secondary synchronized Application/Test project which references updated C/C++ code - sweet
- Shared File System (AFS) access works



Weaknesses (my perceived view of them)

- Team synchronization versus project synchronization is confusing the models are different, but the words are the same
- Synchronization errors with insufficient message details to diagnose issue
 - Manually (under-the-covers outside of Eclipse) deleting files on local or remote synch projects seems to cause problems, but I haven't had time to isolate the specifics
 - Life saver delete both .ptp-syncs and re-synch thanks John, but takes a long long time
- Seems like too many synchronizations, and I feel I must wait for them all to complete before starting a build using ssh session (I watch the Progress view – it's my new friend)
- The length of time it takes to synchronize when there is little or no change
- Doing many manual synchronizations (seems that I don't trust it, delay starting)
- The new synchronization error view is good, but I was confused about what the various choices meant, and after selecting one then the file was not removed from the view to suggest that the problem was resolved
- Inability (or my lack of knowledge) to use Eclipse PTP to BUILD in parallel (or serial) on multiple platforms with current (old) complex environment variable settings with a shared file system
- Manually daily klog on development machine to refresh AFS token else things get strange, such as, unexplained sync failures



Summary

- PTP is quite usable for developing a multi-platform multi-language PTP-base product
- There are rough edges you must accept, but nothing is too sharp as to cut you
- I feel as though I'm only using 10% of what I could be using if I really were knowledgeable, but regardless I'm satisfied overall with the experience